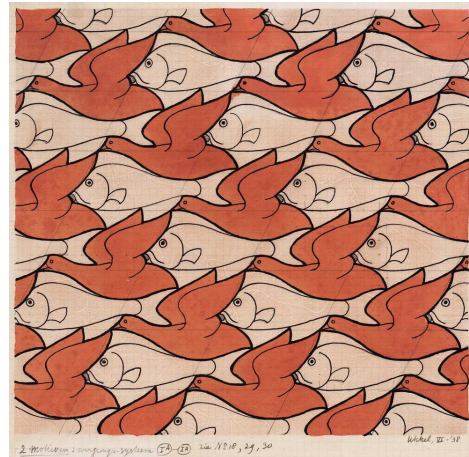
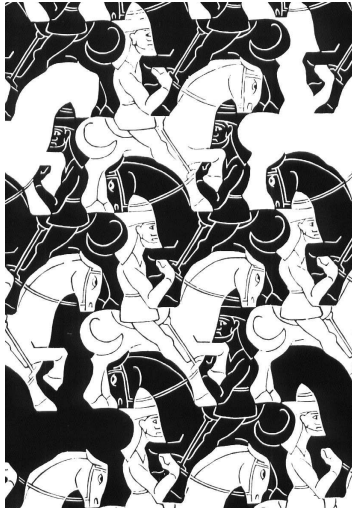


## TESSELLATIONS

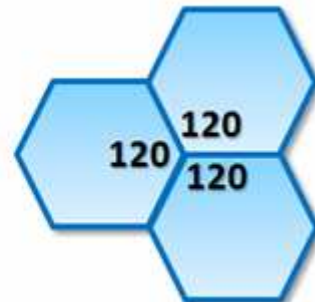
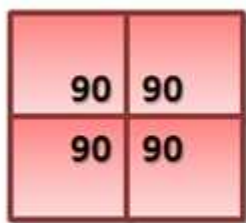
Tessellation is the process of creating a two-dimensional plane using the repetition of a geometric shape with no overlaps and no gaps.

Tessellations frequently appeared in the art of M. C. Escher, who was inspired by studying the Moorish use of symmetry in the Alhambra tiles during a visit in 1922.

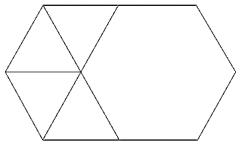
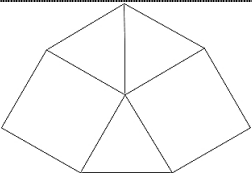
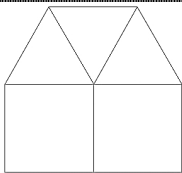
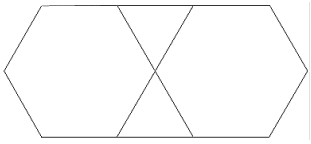


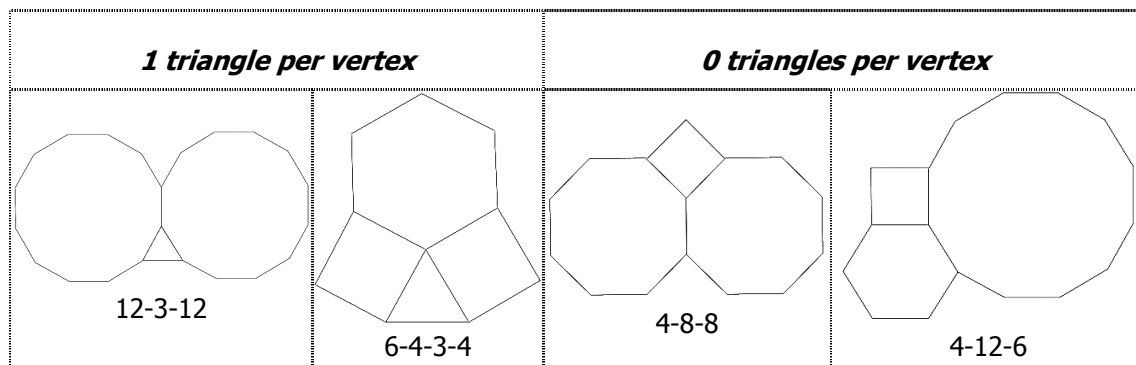
A regular tessellation is a symmetric tessellation made up of equal regular polygons.

Only three regular tessellations exist: those made up of equilateral triangles, squares, or hexagons.



A semi-regular tessellation uses a variety of regular polygons. The arrangement of polygons at every vertex point is identical. There are 8 possibilities:

<b><i>4 triangles per vertex</i></b>	<b><i>3 triangles per vertex</i></b>		<b><i>2 triangles per vertex</i></b>
			
3-3-3-3-6	3-3-4-3-4	3-3-3-4-4	3-6-3-6



### ***Exercise***

Draw in this space a tessellation to fill the rectangle with different colours. Cut the basic polygons in a card and use them to draw the composition.

